

ABSTRACT OF THE INVENTION

A board game for two players, including the board, playing pieces, and method of play.

The playing area comprises 16 playing positions uniformly arranged in a square grid. Each player has four playing pieces, tactilely or visually distinguishable from those of the other player.

The players move their pieces in turn according to the rules of the game until one player attains one of four winning configurations defined by the rules. The game it provides a competitive board game emphasizing strategy, intelligence, and flexible tactics that is suitable for players of varying ages and physical abilities.

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